



## USHJA International Hunter Derby Championship 2018 Specifications

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**2018 USHJA INTERNATIONAL HUNTER DERBY CHAMPIONSHIP**  
**CLASS SPECIFICATIONS**  
**Effective for the 2018 Derby Championship**

**I. Qualifying and Entry Fee**

- A. All horses enrolled in the USHJA International Hunter Derby Program that have earned a minimum of \$500 in USHJA International Hunter Derby class prize money, while enrolled, during the qualifying period of [competitions starting between] June 2, 2017, through June 1, 2018, will be invited to compete in the USHJA International Hunter Derby (IHD) Championship
- B. The entry fee for the 2018 IHD Championship is \$1,000. Eighty (80%) percent of each entry fee shall be added back to the prize money.
- C. **Premium Entry Option:** A horse not qualified for the Championship by the closing date of entries may compete in the Championship for a fee of \$3,000, provided the horse is enrolled in the program and pays the Championship entry fee. 100% of the “Premium Entry Option” money (\$3,000) is added to the prize money total.

**II. Defining Rider Tiers and Eligibility**

- A. Tier I and Tier II Riders and Prize Money Eligibility
  1. Tier I and Tier II Riders may be Professionals, Juniors or Amateurs.
  2. A Tier I Rider is any rider standing 40<sup>th</sup> or higher based on the Three-Year Rider Money Won List as of December 1, 2017.
    - a. Tier I riders are eligible to compete in and receive placings and prize money in Section A
    - b. Tier I riders are eligible to compete in and receive placings and prize money in the Derby Challenge.
  3. A Tier II Rider is any rider not standing 40<sup>th</sup> or higher based on the Three-Year Rider Money Won List as of December 1, 2017.
    - a. Tier II riders are eligible to compete in and receive placings and prize money in Section A.
    - b. Tier II riders are eligible to compete in and receive placings and prize money in Section B.
    - c. Tier II riders are eligible to compete in and receive placings and prize money in the Derby Challenge.
- B. Horse Eligibility Policy
  1. In the event that a horse-and-rider combination qualified for Section A, Section B or the Derby Challenge is unable to compete, the next highest scoring horse-and-rider combination will move up in the order to make every effort that the determined number of horses start in each section.
  2. Any Tier II rider-and-horse combination qualified for Section A will compete in Section A and their score will also carry forward to Section B.
  3. Any horse-and-rider combination that does not qualify for either Section A or Section B is eligible to compete in the Derby Challenge. Any horse-and-rider combination qualified for either Section A or Section B is not eligible to compete in the Derby Challenge. There will be no horse substitutions.
  4. Rider Substitution Policy – If a rider is unable to continue to compete on a horse once they have participated in the competition, the rider and/or trainer must request permission, from the Derby Championship Ground Jury, to change riders before the start of the next phase of competition. The decision of the Derby Championship Ground Jury is final and binding and not subject to further appeal of any kind.

### **III. Competition Format**

- A. The competition is held over a total of three days and consists of the Official Jog, Classic Hunter Style Round, Handy Round and Derby Challenge. Section A and Section B consist of a Classic Hunter Style Round, Handy Hunter Round and if required, a Jump-off Round. The Derby Challenge consists of one round and if required, a Jump-off Round.
1. Day 1 – The Official Jog for the IHD Championship will be held on this day.
  2. Day 2 - The IHD Championship Classic Hunter Style Round consists of the qualified and entered horses present for this event. These horses will compete over a Classic Hunter Course including height options.
  3. Day 3 – Section A consists of a minimum of the top 20 horses, including horses tied for 20th, from the Classic Hunter Style Round. At the sole discretion of the USHJA, more than the top 20 horses may be invited to return. These horses will compete over a Handy Hunter Course including height and handy options.
  4. Day 3 – Section B consists of a minimum of the top 20 Tier II rider-and-horse combinations. At the sole discretion of the USHJA, more than the top 20 horses may be invited to return. Tier II rider-and-horse combinations qualified for the Section A shall compete in Section A and their scores shall carry forward to the standings of Section B. Positions in Section B left vacant by Tier II rider-and-horse combinations qualified for Section A, shall not be filled by other Tier II rider-and-horse combinations. These horses will compete over a Handy Hunter Course including height and handy options.
  5. Day 3 - The Section A and Section B Jump-off Rounds, if required, consist of the horses tied for first place in their respective Section. These horses will compete over a Handy Hunter Course including height and handy options. All other ties after Section A and Section B will be broken according to the tie-breaking procedures in Section IX.
  6. Day 3 – The Derby Challenge consists of any horse-and-rider combination that is not otherwise qualified for Section A or Section B. These horses will compete over a Handy Hunter Course including height and handy options.
  7. Day 3 – The Derby Challenge Jump-off Round, if required, consists of the horses tied for first place in the Derby Challenge. These horses will compete over a Handy Hunter Course including height and handy options. All other ties after the Derby Challenge will be broken according to the tie-breaking procedures in Section IX.
  8. Riders must declare their intent to compete their horse(s) in the next section/round for which they are eligible following the completion of the Classic Hunter Style Round. The declaration cut-off time will be posted in the horse show office. The order of go will be drawn following the close of declarations and no changes will be permitted once the order has been drawn.

### **IV. Official Jog Format**

- A. All horses entered in the IHD Championship must jog for soundness during the Official Jog prior to the start of the Classic Hunter Style Round in order to compete. The Official Jog must be held within twenty-four (24) hours of the start of the Classic Hunter Style Round. This jog will be run in a manner similar to an FEI jog.
- B. Horses are subject to drug testing during the jog and must be compliant with USEF Drugs and Medications rules.
- C. Proper attire is required (i.e., riding clothes or proper attire which an exhibitor would wear to compete in a model class).
- D. All horses must be presented at the Official Jog with a valid coggins and their actual competition number, wearing a conventional hunter bridle, including noseband.
- E. The judging panel for the Official Jog shall consist of a USHJA Designated Veterinarian and a minimum of two judges from the judging panels officiating for the Championship.
- F. The jog surface must be level. Horses shall be evaluated from the side and following consultation with the veterinarian, the decision of the participating judges is final and binding and not subject to further appeal of any kind.

- G. If a horse is not approved at the jog, the exhibitor may re-present their horse at any point during the jog, providing that the horse has not left the designated jog area while waiting to re-present. Failure to re-present a horse not approved at the jog will result in elimination of the horse from the IHD Championship. The Ground Jury, in its sole discretion, shall consider a request by a competitor to re-present a horse not approved at the jog at another time up to one hour prior to the start of the event. The vet and one of the judges from the original panel must be present. Such requests will be considered on a case-by-case basis and the decision of the Ground Jury is final and not subject to further appeal of any kind.

**V. Order of Go**

- A. The Classic Hunter Style Round order of go will be determined using a random draw.
- B. The Section A and Section B order of go will be determined by the scores from the Classic Hunter Style Round, with the lowest score returning first and the highest score returning last.
- C. The Derby Challenge order of go will be determined using a random draw.
- D. In the case of multiple horses being ridden by the same rider, every effort will be made so that there will be a minimum of eight horses (if available), separating multiple rides. All horses must be ridden in the sequence that appears on the jumping order for each round of the competition.

**VI. Stabling/Schooling**

- A. All horses competing in the IHD Championship must be on the competition grounds by 8 p.m. Wednesday, August 15.
- B. All horses will be monitored and must remain on the competition grounds until the horse is finished competing in the IHD Championship. Any horse that leaves the premises prior to completing its participation in the IHD Championship is disqualified.
- C. Beginning at 8 p.m. Eastern on Wednesday, August 15 all horses must be ridden in the designated Derby schooling areas and riders must wear their actual competition number while mounted. Designated Derby schooling areas will be posted in the horse show office. Horses may be lunged in designated lunging areas. **DERBY CHAMPIONSHIP HORSES ARE NOT ALLOWED ON THE OUTSIDE CROSS COUNTRY COURSE AT ANY TIME WHILE ON THE SHOW GROUNDS. (Exception: Management designated pathway alongside the steeplechase course and Nina Bonnie Lane and horses may be hand-grazed on the cross country course.)**

**VII. Judges**

- A. There will be a total of six judges for this competition who will be seated in three panels consisting of two judges per panel. At least one (1) judging panel will be seated on the opposite side of the arena from the other judging panels.
- B. Each judging panel must consist of two R-licensed hunter judges.
- C. All judges must be Federation licensed and in good standing with the Federation and USHJA.
- D. No guest cards will be granted for this competition.

**VIII. Judging System**

- A. The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped. These two scores must be announced separately and then added together to determine each horse-and-rider combination's score for this round from each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse-and-rider combination for each round.
- B. The Section A, Section B and Derby Challenge Handy Hunter Rounds shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. Jumping decorations to utilize a shorter track is **NOT** permissible. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped and

each judging panel must award a Handy Bonus Score consisting of between zero and 10 bonus points to each horse-and-rider combination for handiness of the round. These three scores must be announced separately and then added together to determine each horse-and-rider combination's score for this round from each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse-and-rider combination for this round.

- C. The Jump-off Round(s), if required, shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. Jumping decorations to utilize a shorter track is **NOT** permissible. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped and each judging panel must award a Handy Bonus Score consisting of between zero and 10 bonus points to each horse-and-rider combination for handiness of the round. These three scores must be announced separately and then added together to determine each horse-and-rider combination's total score for this round from each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse-and-rider combination for this round.
- D. The total scores of each horse-and-rider combination from the Classic Hunter Style and Section A Handy Hunter Round will be added together to determine their final overall International Hunter Derby Championship score. This score will determine the final overall standings for the [Section A] Derby Championship.
- E. The total scores of each horse-and-rider combination from the Classic Hunter Style and Section B Handy Hunter Round will be added together to determine their final overall Section B score. These scores, plus the overall scores of Tier II rider-and-horse combinations competing in Section A, will determine the final overall standings for Section B.
- F. The total scores of each horse-and-rider combination from the Derby Challenge will determine their final overall Derby Challenge score and placing.
- G. A judging assistant must be present during all phases of the competition. The duties of the judging assistant include notifying the judging panels if a rail comes down and when a horse jumps the higher height option fences. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judging panels. A competition staff member may fill this role.
- H. The Option Bonus Score of one additional point for each higher height option fence jumped must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the horse-and-rider combination does jump the higher height option fence.

#### **IX. Tie Breaking Procedures**

- A. Prior to the start of the IHD Championship, one judging panel in each round must be designated as the tie breaking panel. In addition, one of these panels will be designated as the overall tie breaking panel for Section A and Section B.
- B. To determine awards and order of go, if applicable, all ties in the Classic Hunter Style Round\*, Section A, Section B and the Derby Challenge will be broken by the designated tie breaking judging panel using the base score (before adding height and/or handy bonus points) for each round.  
*\*In the Classic Hunter Round, only horses tied for 20<sup>th</sup> place will remain tied and advance to the Section A Handy Hunter Round. Should more than 20 horses be invited to return, only those tied for the last position will remain tied and advance.*
- C. All ties for Overall Section A and Section B IHD Championship Champion (first place) will compete in a Jump-off Round. If a tie occurs after the Jump-off Round, the exhibitors will be named co-winners, will evenly split the prize money, but tied entrants must determine the distribution of awards amongst themselves.
- D. All ties for other than first place in the Overall Section A and Section B IHD Championship standings will be broken using the base scores (before adding height and handy bonus points) of the designated overall tie breaking judging panel.
- E. All ties for the Derby Challenge Champion (first place) will compete in a Jump-off Round. If a tie occurs after the Jump-off Round, the exhibitors will be named co-winners, will evenly split the prize money, but tied entrants

must determine the distribution of awards amongst themselves.

- F. All ties for other than first place in the Derby Challenge standings will be broken using the Derby Challenge base scores (before adding height and handy bonus points) of the designated overall tie breaking judging panel.
- G. No judging panel may award the same base score to any two competitors in any one round unless a competitor's score is below the cut-off score for awards.

**X. Prize Money, Awards and Bonus Points**

- A. Recognition will be given to the following for the Overall [Section A] Champion of the Championship:
  - 1. Owner
  - 2. Rider
  - 3. Trainer
  - 4. Groom
- B. A perpetual trophy will be awarded each year to the Overall [Section A] Champion who will receive a keeper trophy.
- C. Recognition will be given to the highest placing Junior Owner and Amateur Owner rider in the Overall Results, no matter the Section they are competing in during the final Round.
- D. The total prize money for the 2018 Derby Championship shall consist of \$100,000 plus 80% in add-back money from entry fees, 100% of "Premium Entry Option" monies and 60% of the International Hunter Derby Enrollment fees from December 1, 2017 to the date of the 2018 Championship.
- E. 80% of the total prize money will be awarded to Overall Section A Derby Championship standings. A minimum of 20 places shall be awarded prize money. The number of entries determines the exact payout.
- F. 20% of the total prize money will be awarded to the Overall Section B Final standings. A minimum of 20 places shall be awarded prize money. The number of entries determines the exact payout.
- G. In addition, a total of \$10,000 will be awarded to the top twelve (12) horses in the Derby Challenge and will be distributed as follows:

1 <sup>st</sup> place	30%
2 <sup>nd</sup> place	22%
3 <sup>rd</sup> place	15%
4 <sup>th</sup> place	10%
5 <sup>th</sup> place	6%
6 <sup>th</sup> place	5%
7 <sup>th</sup> place	4%
8 <sup>th</sup> place	3%
9 <sup>th</sup> place	2%
10 <sup>th</sup> place	1%
11 <sup>th</sup> place	1%
12 <sup>th</sup> place	1%
- H. All prize money will be paid by check within thirty (30) days of the competition.
- I. In order for IHD Championship points/money to be awarded, riders must complete the USHJA Exhibitor Declaration Form. If the Exhibitor Declaration Form is not completed and submitted to the show office either at the time of entry or at least one hour prior to the start of the class, horses will not receive bonus points/money for the IHD Championship. Riders may only declare hunter sections for National HOTY points/money.

**XI. Course Requirements**

- A. Jumps in ALL Rounds
  - 1. Obstacles must simulate those reminiscent of the hunt field and the course must offer a variety of Derby jumps with different appearances such as: natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxe, brush, logs, natural foliage.

2. Natural obstacles such as banks and ditches are allowed.
3. A minimum 2” difference is required for the back element of an obstacle.
4. Ground lines are not to exceed 18” in depth from the vertical plane of the jump. For appropriate jumps, no ground line is necessary. The Ground Jury shall have full authority over what is considered “appropriate” and “necessary”.
5. The jumpable portion of any obstacle must be a minimum of eight feet on its front face.
6. Flat cups may only be used for obstacles involving logs and/or in accordance with Federation rules.

B. Classic Hunter Style Round.

1. A minimum of 10 obstacles must be offered in the Classic Hunter Style Round.
2. Fences must be set at 3’6” to 4’0” in height, exception option fences. No more than 50% of the course may be set at 3’6” in height.
3. The course must include four higher height option fences set at a minimum of 4’3” and a maximum of 4’9” in height on a track with a similar degree of difficulty. The number of higher height option fences cannot exceed four.
4. At least one in and out.
5. At least one bending line.
6. At least one line with an unrelated distance.
7. At least one fence with a long approach.

C. Section A, Section B and Derby Challenge (Handy Hunter).

1. A minimum of eight obstacles must be offered in the Section A, Section B and Derby Challenges.
2. Fences must be set at 3’6” to 4’0” in height, exception option fences. No more than 50% of the course may be set at 3’6” in height.
3. The course must include four higher height option fences set at a minimum of 4’3” and a maximum of 4’9” in height, on a track with a similar degree of difficulty. The number of higher height option fences cannot exceed four.
4. The course should simulate riding over hunt country and must include a minimum of three of the following handy options, such as: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 3’0” in height, execute a walk fence while mounted not to exceed 12” in height. Leading a horse over an obstacle and opening and/or closing a gate(s) while mounted or not mounted is not permitted. Gimmicky options are not appropriate.

D. Jump-off Round(s).

1. A minimum of eight obstacles must be offered in the Jump-off Round(s).
2. Fences must be set at 3’6” to 4’0” in height, exception option fences.
3. The course must include four higher height option fences set at a minimum of 4’3” and a maximum of 4’9” in height, on a track with a similar degree of difficulty. The number of higher height option fences cannot exceed four.
4. The course should simulate riding over hunt country and must include a minimum of two of the following handy options, such as: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered jump not to exceed 3’0” in height, execute a walk fence while mounted not to exceed 12” in height, halt and/or back. Leading a horse over an obstacle and opening and/or closing a gate(s) while mounted or not mounted are not permitted. Gimmicky options are not appropriate.

## **XII. Other**

- A. The following meetings must be held prior to the start of the class:
  - 1. Officials Meeting must be attended by the Derby judges, Course Designer, Steward, Championship Competition Liaison and Competition Manager to review the specifications, judging system and to walk the course.
  - 2. Riders Meeting will be held to answer any questions regarding the course, judging system and class specifications.
- B. Formal/dress attire required by riders. Buff breeches and shadbelly, white breeches and dark or scarlet coat, hunt colors coat or official sponsor or team jacket permitted.
- C. The USHJA shall designate a knowledgeable technical person, other than a member of competition management or one of the class judges, to serve as the Championship Competition Liaison for the USHJA International Hunter Derby Championship. The Championship Competition Liaison will be present during both phases of the class and available to competitors and officials, to assist in answering questions and resolving disputes that may arise pertaining to the Championship which are not resolved through the Derby Championship Ground Jury.

## **XIII. Derby Championship Ground Jury**

The IHD Championship Ground Jury will consist of the Competition Manager or Licensee, the Championship Class Liaison and three additional individuals who will be present at the IHD Championship and are Senior Active or Life members of USHJA and USEF and are recommended by the USHJA International Hunter Derby & Incentive Task Force and approved by the USHJA. Ground Jury members may not have a horse or rider competing in the IHD Championship. The Ground Jury will hear any requests for Rider Substitutions made pursuant to Section II.B.4 of these IHD Championship Specifications as well as any other questions raised during the IHD Championship regarding the conduct of the competition. The decision of the Ground Jury is final and binding and is not subject to further appeal of any kind.

*The USHJA International Hunter Derby Championship and the related format and specifications are the sole properties of the USHJA and may only be held, conducted or used upon the terms and conditions specified by the USHJA. USHJA reserves the right to change language in documents related to the conduct of the USHJA International Hunter Derby Championship as necessary for the purposes of consistency and clarity.*

